

YOSR BEN NAGRA

AI Engineer / Full-Stack Developer

+216 53916040 | yosrbennagra@gmail.com | Ariana, Tunisia | GitHub | Portfolio

Summary

AI engineer with experience integrating LLMs and building RAG-based systems using Hugging Face, Flask, and MongoDB. Developed AI-powered features, fine-tuned language models, and designed full-stack platforms with React/Angular frontends and Python/Java backends. Skilled in REST APIs, Docker, CI/CD automation, and prompt engineering.

Education

Bachelor’s Degree in Engineering

Sep 2020 - Jun 2025

Private Higher School of Engineering and Technology (ESPRIT), Tunis, Tunisia

Skills

Frontend: React, Angular, TypeScript, JavaScript (ES6+), HTML5, CSS3

Backend & APIs: Java, Python, Spring Boot, Flask, Node.js, NestJS, Express, RESTful APIs, GraphQL

Databases: MongoDB, PostgreSQL, MySQL, Oracle

DevOps & CI/CD: Docker, Jenkins, GitHub Actions, GitLab CI, Vercel, CI/CD, Containerization, Maven

Quality & Testing: Test Automation, Unit Testing, Integration Testing, React Testing Library, Jest, JUnit

Collaboration: Agile/Scrum, Documentation, Code Reviews, Git, GitHub

Experience

Full-Stack Developer Intern (End-of-Studies Internship)

Feb 2025 – Aug 2025

IT Serv

- Designed full-stack web platform integrating AI, DevOps, and RAG
  - Implemented AI-powered symptom checker, doctor blog, patient forum, admin dashboard
  - Fine-tuned AI model and set up CI/CD, containerization, and monitoring
- Keywords: ReactJS, Flask, MongoDB, Python, Hugging Face, Docker, Jenkins

Full-Stack Developer Intern

Jun 2024 – Aug 2024

IronByte

- Developed educational web application with assignment submission and lesson sharing
  - Added timetable creation tool improving scheduling efficiency
- Keywords: NestJS, ReactJS, MongoDB, TypeScript, JavaScript

Full-Stack Developer Intern

Jul 2023 – Sep 2023

Ooredoo Tunisie

- Built internal communication app with real-time chat, filtering, and search
  - Delivered UX/UI design and unit/integration tests
- Keywords: Spring Boot, Angular

Projects

Shape Blaster — Mobile Game

Aug - Sep 2025

Personal Project

- Developed 2D puzzle game where players place shapes to clear horizontal and vertical lines
  - Implemented shape spawning system and placement logic to handle strategic positioning and line-clearing mechanics
- Keywords: Unity, C#, Mobile Development, Game Design

Collaborative Document Platform

2023 - 2024

Academic Team Project — ESPRIT

- Developed Notion-like application with real-time collaboration and document sharing across groups and users
- Keywords: React, TypeScript, NestJS, WebSockets, Jest, GitHub Actions, Vercel

Construction Management System

2022 - 2023

Academic Team Project — ESPRIT

- Developed desktop application for construction company managing inventory, staff, materials, and deliveries
- Keywords: Qt, C++, Desktop Application, Database Management

Languages

Arabic (Native) | English (Fluent) | French (Fluent)